Lamantia: The Poetic Spirit
SF Art Institute, Summer 1979

THE ONE IN THE OTHER

Game rules:

"One of us would leave the group and decide secretly to identify with a specific object (e.g., a staircase). The rest would then decide in his absence that he pretend to be a different object (e.g., a bottle of champagne). He must then describe himself as a bottle of champagne whose characteristics are such that gradually the image of the staircase is superimposed upon and eventually substituted for the image of the champagne bottle. In the process, he is allowed to begin his sentences (explicitly or not) with: 'I, a bottle of champagne....' or: 'I am a bottle of who....' In case his monologue, lasting from two to five minutes, should not lead to the proper guess, the audience is invited to ask questions..."

(from Breton's The One In The Other)

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Notes:

Thus in the course of the game a terrier was described as a flowerpot, a lock of hair as an evening gown, a sorcerer's wand as a butterfly, a leer as a partridge, a shooting gallery as a church porter, a pair of sheets as a path, a child being born as an hourglass, a rainbow as the Rue de la Paix, an amazon as a coffee container, etc. Example of the former: "I am a very long Rue de la Paix who has taken the form of the nearby Pont de la Concorde in order to light up the world. I display only seven windows of different colors; even they are visible only when the sun comes to dry the water which has wet them."